SNS-46-USA

INSTRUCTION BOOKLET

ENIX

SUPER NINTENDO
ENTERTAINMENT SYSTEM

From GAIA to you.

My name is GAIA. I was born 4.6 billion years ago, the third daughter of my father, the sun.

"GAIA, 1 Billion years from now you will be blessed with many children called "Life". Among them will be a creature who will evolve and become your partner".

He also said the creature would be given a trial in which the "Weak become the victims of the strong." My father believes a creature who survives the severe laws of nature will be best suited for being my partner.

After 1 billion years had passed, I was blessed with life. I raised them until they could survive independent of me. They are now called "Fish". The year must overcome the test my father gives.

"Don't give up! Overcome the trials and reach Eden. This is the purpose of your journey!"

I wished for a fish who would be different from all others. One with determination.

That fish is....You!

HOW TO PLAY THE GAME

The purpose of this game is to survive the trials and enemies from each of the five different ages. You must defeat various creatures in order to evolve. It is you who decides how your creature will evolve and whether or not you will make it to "Eden" and win the game.

CONTROLLER OPERATION AND OUTLINE OF GAME

CONTROL PAD
Used to move the character and select commands. Push twice for a quick dash in the same direction.
■If you have a horn, you may attack with it.

"L" BUTTON
Not used during game.

"R" BUTTON
●Emergency Escape: You may return to the Mini-Map during the game to escape the areas you have already cleared.

"X" BUTTON
●Eat Items or Food.

"A" BUTTON
●Bodily Attack: Effective only when dashing.
●Hind-leg Kick (Attack): Only Mammals with four legs may use this attack.

"SELECT" BUTTON
Displays the Command Window.

"START" BUTTON
Start or Pause the game.

"Y" BUTTON
●Action Scene: Attack, eat Items and Food.
●Command Selection Screen: Cancel a Command.

"B" BUTTON
●Jump
■(When there is a difference in levels, take your finger off the button to land.)
■If you are a bird, hold down this button to fly.
●Mini-Map Scene: Select an area.
●Command Selection Screen: Select a command or move to the next line in the screen text.

1. Fight to survive

2. WIN! The enemy turns to food.

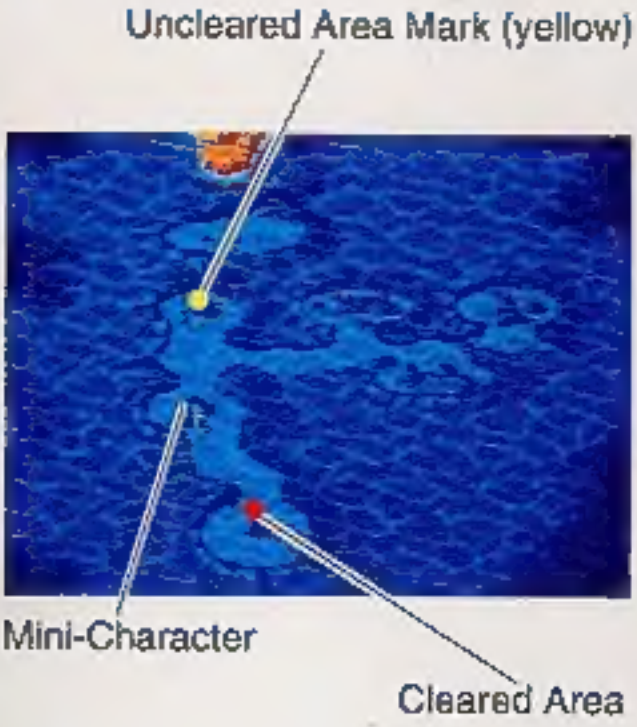
3. Eat the food to increase EVO. P.

4. The more EVO. P you collect, the more you can change!

■EVO. P is an abbreviation for "EVOLUTION POINT."

DISPLAY GUIDE

MINI-MAP SCENE



The map of your adventure. Use the CONTROL PAD to move your Mini-Character. Press the "B" BUTTON to move into the next Action Scene.

Uncleared Area Mark: New area you can move into next.

Cleared Area Mark: Area you have cleared. You can enter into this area any number of times.

Mini-Character: Move this to select the area.

ACTION SCENE (AREA)

The main display of the game. You will fight with the enemies in this area. If you can get through the area, it will be indicated as a "Clear Area." (Note: There is an exception.)

When damaged, the HP decreases.

COMMANDS

Main Display

Press "SELECT" BUTTON in the Action Scene and the Command Window will be displayed as shown on the left. Follow the instructions on the display.

1. EVOLUTION

Command to evolve your character, Press "B" BUTTON and the Evolution Menu will be displayed. Enter the part you wish to change and see a more detailed menu. The EVO.P differs between each choice. Select the body part that meets your current EVO.P level.

■If you reevolve, your HP will recover.

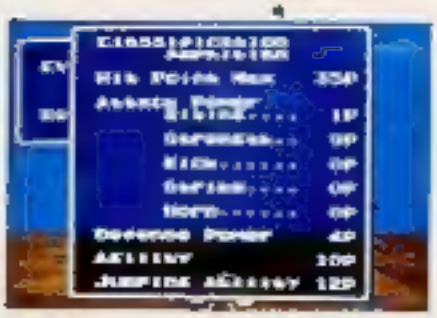
■EVOLUTION MENU

Jaw: Changes biting power.
Horn: Changes horn attack power. If you use a horn 3 times, it will break.
Neck: Extends or shortens.
Back of Head: You will understand this part once you have evolved.
Body: Changes the HP if the Body Strength, Defense Power and Body Size increases. When the Reptile gets two legs, the Jumping Ability will change.
Hands and Feet: Changes the Body Strength and Speed. (Fish only)
Dorsal Fin: Changes the HP, Body Strength, Speed and Jumping Ability.
Tail: Changes the HP, Body Strength, Speed and Jumping Ability.

■Depending on the character some parts do not evolve.

Changes in locomotion power when evolution occurs

Some changes may result in a difference of locomotion. (Jumping, Speed)
For example, while the Defensive Power increases when the Body Armor changes, the Jumping Ability and Speed decreases because of the added weight.



2. Capabilities

You can see your present status and changes in your capability.

3. Records of Evolution

You can register up to 50 of your favorite evolved characters.

How to create a name for your character

Use the Control Pad to select letters and press "B" BUTTON to execute. Press "Y" BUTTON to correct the last letter you have selected. Select "End" to finish entering the name. The name will be automatically registered. (If you select "End" without entering a name, the character will be filed without a name.)

4. Reappearance of Registered Character

This command does not appear until your character eats the Green Crystal. You can make one of the characters registered in the Records of Evolution appear during the game only one time. There is a time limit for reappearance.

1. Eat the Green Crystal to make the command "Reappearance of Registered Character" appear.

2. Select a character registered in the "Records of Evolution."

3. Here is your good old character. Good to see it again, isn't it!

Crystals

Red Crystal Evolves into a special creature.

Green Crystal Makes a registered character appear.

Yellow Crystal Gives advice on evolution.

Blue Crystal Gives many EVO. P's.

Map Display

Press "SELECT" BUTTON in the Mini-Map screen, and a command window as shown on the right will be displayed. Follow the instructions on the display.

1. **To Save a Game:** The game will be saved. There are 3 different files to save in a game.
2. **To Delete a file:** The saved file can be deleted.
3. **To View the Records:** The data on the characters registered in the "Records of Evolution" will be displayed.
4. **To delete the registered character:** The character registered in the "Records of Evolution" will be deleted.

How to Save and Load the Game

Save

Press "SELECT" BUTTON and the Command Window will be displayed. Select 1. "Save the Game" and 3 files will be displayed. Press "B" BUTTON to select a desired file. The file automatically shows the areas cleared.

Attention: The save command saves the current file and erases the one saved earlier.

Load

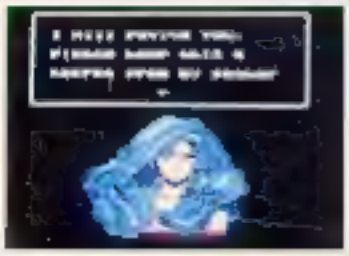
Select "CONTINUE" on the title screen. Press "START" BUTTON and 3 files will be displayed. Select a desired file number and press "B" BUTTON to continue this game.

New Game

Select New Game to start the game from the beginning.

EXTINCTION AND PENALTY

If the character loses all HPs, it passes away. You can restart the game from the area where the character became extinct. Your EVO. P will decrease as a penalty. Be careful...!



If you do not wish to be defeated.

1. Evolve in accordance with the level of the enemy.
2. Watch carefully the enemy's character and behavioral patterns.
3. Take advantage of the "Records of Evolution" and "Reappearance of Registered Characters" - they can help you.
4. If the character evolves, the HP recovers. This means....

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